

Doomsday Engine - Bug #144

Multiple Overlapping Items

2003-10-06 09:12 - skyjake

Status: Closed	Start date: 2003-10-06
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.13	

Description

You see this occasionally in the maps: to give a stronger apparent effect to an item, multiple instances of the item are placed in the same coordinates. With sprites you can't see the difference, but with 3D models the result is somewhat different.

I guess it would be a good idea to try to detect these during map loading and then hide the extra items.

Labels: Data

History

#1 - 2007-05-28 06:40 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?